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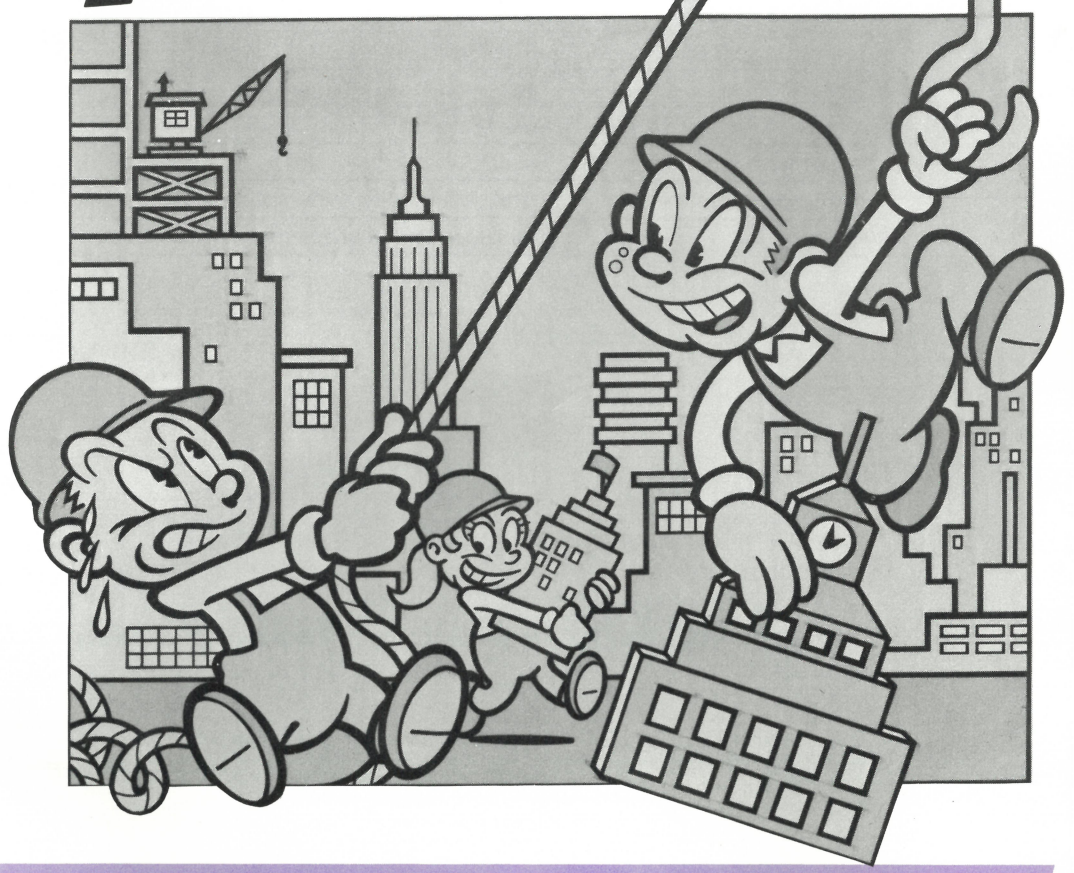
KIDS AT WORK®



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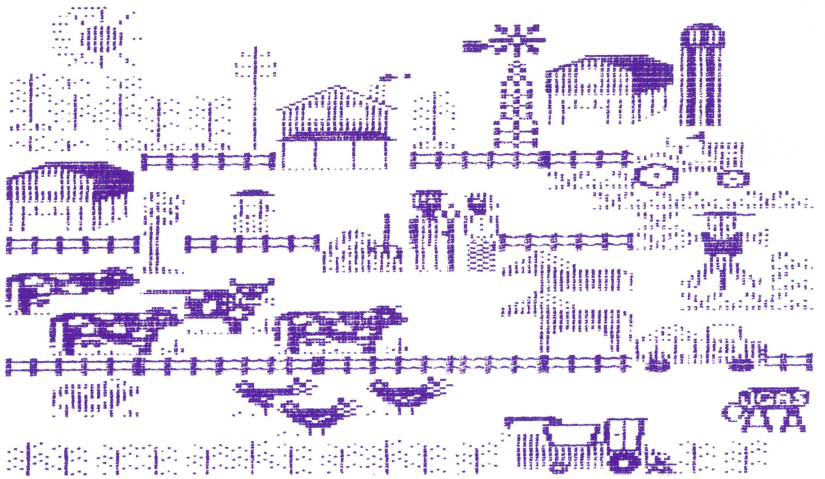
Timothy Ball Elementary Library

GENERAL INTRODUCTION

Join the Construction Kids to build your own country and city scenes. A pig jumping over a barn? A hot-air balloon carrying a skyscraper? Anything's possible when you've got the Kids at Work to help you build with City and Country Shapes. Plan your project, then work with the Construction Kids to get the job done. You can create any kind of scene you like — silly or true-to-life. Then save your picture and print it out.

Use your imagination and your artistic abilities to create your own shapes, too. Make a new kind of animal or your own pet dog. Design a building of the future or the past, or draw your own house. Create whatever comes to mind and put it in your pictures.



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PROGRAM TIPS

RETURN or ENTER to Continue

After you give the computer a command or answer a question, press **RETURN** (on the Apple® or Commodore 64® computer) or **ENTER** (on the IBM computer) to continue. This tells the computer that you are ready for it to go ahead.

Menus

There are two kinds of menus in this program. This is how you use them:

Arrow Keys — when you are given a menu where one option on the list is highlighted, use the arrow keys to highlight the choice you want. Then press **RETURN** or **ENTER.**

Letters — If there is a choice of commands with letters in front of them, type the letter indicating the command you want to use. Then press **RETURN** or **ENTER.**

Y/N

When you see (Y/N) at the end of a question, it means the computer is waiting for you to answer "yes" or "no." Type Y for yes or N for no. Then press **RETURN** or **ENTER.**

Entering Information

Whenever the program calls for information, just type it in and press **RETURN** or **ENTER.**

If you make a mistake while typing, use the ← (back arrow) key (on the Apple or IBM computer) or the **INST DEL** key (on the Commodore 64 computer) to move back, then retype correctly.

ESC or C= to Quit

Press **ESC** (on the Apple or IBM computer) or **C=** (on the Commodore 64 computer) to quit what you are doing. If you quit from the *Kids at Work* menu, you will leave the program.

CAPS LOCK Key

If you have a **CAPS LOCK** key on your keyboard, press it so that it is locked down.

KIDS AT WORK MENU

The *Kids at Work* menu gives you five options: Introduction; City Shapes; Country Shapes; Sample Pictures; and Computer Stuff.

The introduction takes you through a step-by-step guide of the *Kids at Work* program. It's a good place to become familiar with the program and practice working with one of the Construction Kids.

Choosing City Shapes takes you to the city shapes feature, where you wander through the buildings, cars, and fountains. Use the construction worker to help you make city scenes.

Country Shapes takes you to the country shapes part of the program, where you stroll past barns, lakes, and animals. Use the farm worker to pick up shapes and make country scenes.

Sample Pictures shows you examples of what *Kids at Work* can do. Choose this option before you start. It will show you both a sample city and a sample country scene.

Computer Stuff lets you change your disk drive setup and initialize a data disk.

Data Disk

You will be creating your own country and city scenes with *Kids at Work.* You'll need a data disk initialized by the Computer Stuff program to use *Kids at Work,* and to save pictures. Now is the time to initialize a disk. (To do this, go to the *Kids at Work* menu, choose Computer Stuff, and see page 14. Then come back here.)

Sample Pictures

If you choose Sample Pictures, you can get an idea of the kind of city and country scenes you can make.

You will not be able to change these pictures. The sample pictures are just examples of a few fun things you can do with this program.

PROGRAM INTRODUCTION

If you choose Introduction from the *Kids at Work* menu, you can practice moving the construction worker around the screen. Follow the arrows at the bottom of the screen to see a map of the rooms you'll find in the City Shapes part of *Kids at Work.* Continue following the arrows to learn how to make the Construction Kids pick up and drop objects.

When the computer tells you to pick up the hammer, move the construction worker to the right of the hammer and press the **SPACE BAR.** Follow the arrows, and you'll enter the city world.

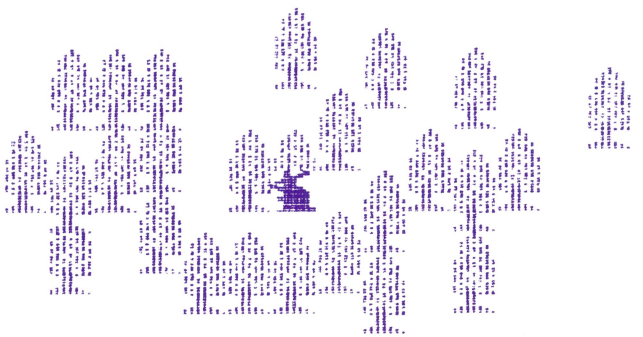
In Country Shapes, the room to the left is the Buildings and Equipment Room. The room on the right is the Animals and Outdoors Room.

HINT: You can make the Construction Kids "run" by holding down the I, J, K, or M key on the Apple *IIe*, IIc, the Commodore 64, or the IBM, or by holding down any of these keys plus the **REPT** key on the Apple II Plus.

CITY OR COUNTRY SHAPES

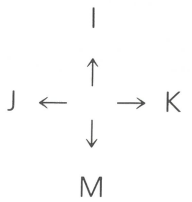
When you are ready to build scenes, choose either City Shapes or Country Shapes from the *Kids at Work* menu.

The city or farm worker will appear in the Main Picture Room, ready to go to work. This is where you will drop your city or country shapes to build a picture. Your scenes can have as many as 100 shapes. To enter a shape room, move the Construction Kid off the screen to the right or left.



Moving the Construction Kids

Use these keys to move the Construction Kids around the screen and from room to room:



Picking Up and Dropping Shapes

To move a shape, place the city or farm worker to the right of the shape. Then press the **SPACE BAR** to pick it up. Move the worker to carry the shape where you want it, then press the **SPACE BAR** to drop it.

If the worker is too close to a shape, or is touching a shape, you will not be able to pick it up. Move the worker and try again.

Supply of City and Country Shapes

There is an endless supply of shapes in *Kids at Work*. If you use any shape in your picture, and then move the worker back to the room where you found the shape, there will be an identical shape waiting for you there.

For example, pick up the tree shape and drop it in the Main Picture Room. Then go back to where you picked up the tree shape. There will be another tree shape there. By using these shapes over and over, you can make a whole forest.

Too Many Shapes

You can have up to 100 shapes in any picture. If you try to add another shape, that shape will disappear as soon as the worker leaves the Main Picture Room.

Making Your Own Shapes

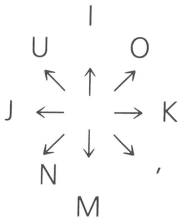
If you move your Construction Kid down with the M key, you will get to the Make a Shape Room. This is where you bring country or city shapes to change their shape and color. There are also 8 colored boxes in this room. You can use these to make brand-new shapes. (See Creating a New Shape on page 10.)

Changing an Original Shape

If you want to change the shape or color of a country or city shape, pick it up and take it into the Make a Shape Room (directly below the Main Picture Room).

Place the shape in the large box on the bottom right and press the **SPACE BAR** to drop it. You will see the shape in a box on the right, and a bigger picture of the shape on the left. You will also see a flashing white square, or cursor, in the upper left-hand corner of the larger box. The words "CURSOR IS MOVING" will be in the lower right-hand corner of the screen. This means that you can move the cursor over the shape without drawing.

Use these keys to move the cursor:



How to Draw

To draw, type D (for draw). The words "CURSOR IS MOVING" will change to "CURSOR IS DRAWING." Use the same keys as above to move the cursor, and it will draw.

If you want to move the cursor to another part of the shape without drawing, type D again.

Choosing a Color

To choose a color to draw with, type in the number of that color from the list below.

0 — Black
1 — White
2 — Green
3 — Purple
4 — Orange
5 — Blue
6 — Red
7 — Yellow
8 — Cyan

Clearing the Shape Box

To clear the shape box, type C (for clear). The computer will ask you what color you want to use to clear the box. Type the number of the color and press **RETURN** or **ENTER.**

If you type C and then decide you don't want to fill the box with a color, just press **RETURN** or **ENTER** before you type in the number of a color. The original shape will stay on the screen.

IMPORTANT: When you change a shape, it will change that shape anywhere you have used it in your picture. It will also change the shape in the room where you got it.

For example, if you change the truck to a spaceship, the truck in the Park and Street Room will change to a spaceship. Any trucks you've already put in the Main Picture Room will turn to spaceships, too.

If you change a shape, and then want to change it back, you must redraw it, or quit City or Country Shapes and start over. When you start over, all the shapes will go back to their original form.

Creating a New Shape

To create new shapes without changing any of the country or city shapes, go to the Make a Shape Room. Pick up one of the 8 colored boxes, depending on the shape you want to use. Put it in the large box on the bottom right, just like you did when you changed a city or country shape. Then draw your own shape.

? for Help

Press ? in the Make a Shape Room to see the list of commands for drawing and for moving the cursor, and the numbers of the colors you can draw with.

Leaving the Make a Shape Room

Press the **SPACE BAR** to leave the Make a Shape Room. The worker will reappear with the changed shape in hand. Move the worker back into the Main Picture Room, and continue building your scene.

Disk Work Room

After you have created a scene, you can save it on a data disk. Then you can load it and look at it, or show it to your family and friends any time. If you have a printer, you can also print scenes you have saved. You can also erase a picture from the Main Picture Room, delete a picture from a data disk, and get a catalog of all your pictures on the data disk.

Move the Construction Kid up off the top of the screen to get to the Disk Work Room. You will be given these options: Save a picture; Load a picture; Catalog a disk; Print a picture; Erase a picture; and Delete a picture.

Type the letter of the option you want and press **RETURN** or **ENTER.**

Save a Picture

Type S to save the picture in the Main Picture Room. The computer will tell you to put an initialized data disk in the drive.

Then the computer will ask what you want to name the picture. Type a name up to 20 letters long. You can only use letters to name your picture. You can not use numbers or other characters. Press **RETURN** or **ENTER** after you have typed in the name.

IMPORTANT: If you give a picture the same name you gave to another picture on the same data disk, the computer will save the second picture over the first one. Don't use the same name if you don't want to lose your first picture. If you're not sure what names you have already used, type C and press **RETURN** or **ENTER.** This will give you a catalog of the pictures on your data disk. Press **RETURN** or **ENTER** again to save your picture.

If you don't save your picture, it will be lost when you quit *Kids at Work*. If there is no room left on your data disk to save a picture, the computer will say, "This disk is full. Try another disk." Insert another initialized data disk in the disk drive, and press **RETURN** or **ENTER** again.

IMPORTANT: You must save your picture to print it.

Load a Picture

To see a picture that you saved earlier, you need to load it into the computer. You will need the data disk with that picture saved on it.

Type L to load a picture. The computer will tell you to put the data disk in the drive. Then it will ask what picture you want to load. Type in the name and press **RETURN** or **ENTER**. The computer will tell you when your picture has been loaded. Press **RETURN** or **ENTER** again to continue.

If you type in the name of a picture that is not on your data disk, the computer will say, "Your picture is not on this disk." Type C and press **RETURN** or **ENTER.** This will give you a catalog of the pictures on your disk. Find the name of the picture you want to load, press **RETURN** or **ENTER,** then load the picture.

Catalog a Disk

To see a list of the pictures you have saved on a data disk, type C. The computer will tell you to put an initialized data disk in the drive.

Press **RETURN** or **ENTER.** The computer will show you everything you have saved on that data disk. "DISK VOLUME 000" will be at the top of the screen. Any city scene that you have saved will have "B 019 CITY." before the name you have given the picture. Any country scene you have saved will have "B 024 COUNTRY." before the name.

If you try to load a country picture while you are working with City Shapes or vice versa, the computer will say, "Your picture is not on this disk." You must use the Country Shapes program to load country pictures, and the City Shapes program to load city pictures.

IMPORTANT: Do not type in "B 019 CITY." or "B 024 COUNTRY." when you are loading a picture. Type in only the name you gave the picture.

For example, if you are working with the city shapes and you save a picture named "MY CITY," and then catalog your data disk, you will see: B 019 CITY. MY CITY. To load that picture, type in MY CITY only.

Press **RETURN** or **ENTER** to get back to the Disk Work Room.

Print a Picture

To print a picture, you need to save it first on a data disk.

Make sure the picture you want to print is in the Main Picture Room. Then turn your printer on. Go to the Disk Work Room and type P to print. Press **RETURN** or **ENTER**. The picture in the Main Picture Room will then be printed out. (See the Apple Reference Card that came in the *Kids at Work* package for specific information about graphics cards and hooking up your printer.)

Erase a Picture

Use E to erase a picture from the Main Picture Room. Go to the Disk Work Room.

Type E and press **RETURN** or **ENTER.** The computer will ask if you are sure that you want to erase the picture. Type Y for yes or N for no. Before you press **RETURN** or **ENTER,** be sure you don't want to save this picture. Once it's cleared from the screen, it's gone forever.

Delete a Picture

If you want to make room on your data disk for new pictures, or if you decide you don't like an old picture, you can delete (erase) it from the disk.

Go to the Disk Work Room and press D. The computer will ask which picture you want to delete. Type in the name of the picture, the same way as if you were loading it. Answer Y or N when the computer asks if you are sure you want to delete it. Before you press **RETURN** or **ENTER,** be sure you don't want the picture. Once you've deleted it from your data disk, it'll be gone forever.

COMPUTER STUFF

Changing Number of Disk Drives

Each time you boot up the *Kids at Work* disk, it assumes you have one disk drive. If you have two, choose Change Disk Drive Setup. Then follow the instructions given.

If you have an Apple computer, it will ask you what slot number your drive is connected to. If you do not know the slot number, ask somebody who does know. Or just press **RETURN.** The computer will then assume the answer is slot 6.

The advantage of having two drives is that when you need to use a data disk, you will be able to put it in the second drive. You will not have to take the *Kids at Work* disk out of its drive.

Initializing a Data Disk

To use *Kids at Work,* you need a data disk. A data disk is a blank disk (or one that you don't mind erasing) that has been initialized by *Kids at Work.* To initialize the disk, take the second choice on the Computer Stuff menu.

NOTE: If you are using an IBM computer, you must first format your data disk using DOS. To do this, put your DOS disk in the drive and type FORMAT. When the computer tells you to insert the target disk, put the data disk in the drive and press ***ENTER.***

This will take you out of the Kids at Work *program. After you have formatted your disk using DOS, reload* Kids at Work *and go back to Computer Stuff. Choose Initialize a Data Disk and follow the instructions on the screen.*

FUNSTUFF

City Shapes

Microtropolis

Name an imaginary city you've built with City Shapes. Write a short description of the geography and history of your city.

Small Beginnings

Create a small town and print it. Next, add a few tall buildings and make a second printout. Then fill your town with skyscrapers and make another printout. You now have a record of how a small town grew into a major city.

Night Life

Create a skyline of a city at night. Put a shape in the Make a Shape Room. Clear the picture with the color BLACK (0). Change the cursor to WHITE (1), and draw in small squares to represent a building's lighted windows. Put the building in the Main Picture Room, pick up another shape, and create a new nighttime building.

Once you've created your skyline, put the sun shape (located in the Park and Street Room) in the Make a Shape Room. Change the color to BLACK and erase the sun's rays by drawing over them. You now have a full moon to hang over your midnight city.

Country Shapes

Seasons in the Country

Create a country scene in the summer. The grass is green and the corn is high. Then make the same scene in the fall, winter, and spring. Take the tree shapes into the Make a Shape Room and change the leaves from green to red and orange. You can make piles of brightly colored leaves, too. For a winter scene, take your scene shapes into the Make a Shape Room and put snow around them. Use a blank shape to make a sled. Draw beautiful flowers for a spring scene. Try making some baby animals, too.

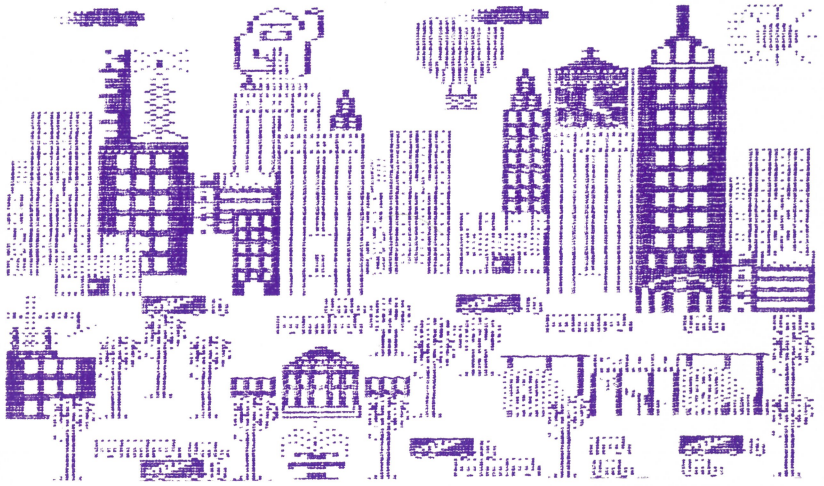
Print each of these scenes out and you'll have a series of pictures of a country scene in all its seasons!

Something Strange!

Create a country scene. Then think of things that you don't normally see in the country: a whale, a skyscraper, a dinosaur, or spaceship. Draw these shapes with the empty shapes in the Make a Shape Room and put them in your picture. Show your picture to your family and friends, and see if they can guess what's strange about your country scene.

Putting It All Together

Try dropping shapes in different places. For example, if you drop the trees side by side, you can create a forest. Or if you drop many lake shapes side by side, you can create a sailing regatta. You can get some interesting results when you put different shapes together.



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